

ABSTRACT

A method for creating a virtual video includes at least one of steps a) – d): a) sending an image of an object to a receiver via an information line, the image having a plurality of identifiable image points being substantially fewer in number than a number of remaining image points of the image, and the object having a plurality of identifiable object points corresponding to the plurality of identifiable image points; b) determining object position data of the plurality of identifiable object points; c) sending the object position data to the receiver via an information line; and d) morphing the image such that image position data of the identifiable image points are adjusted to approximately correspond to the object position data, where all of steps a) – d) are performed.